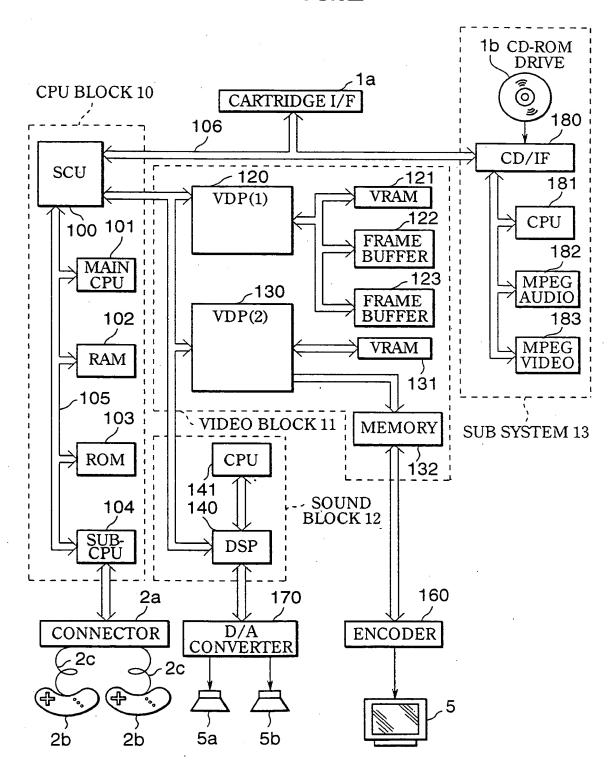
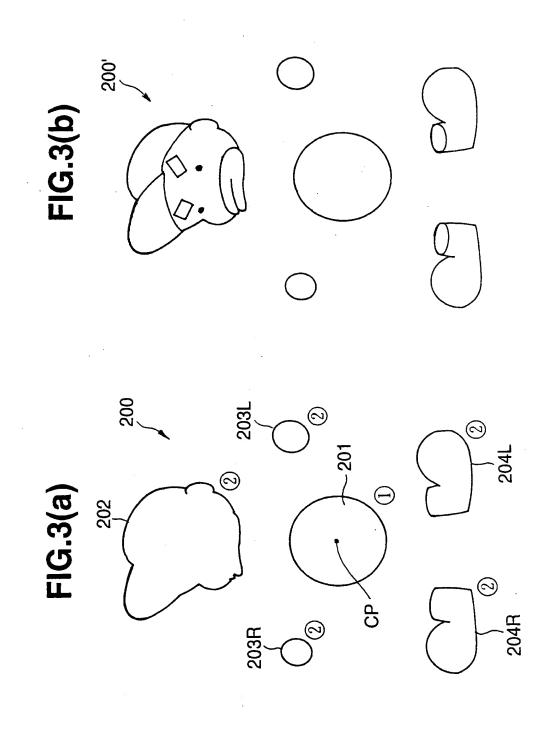


FIG.2





~220

HEAD POLYGON 202	DISTANCE DATA 202α	ANGLE DATA 202β
RIGHT WRIST POLYGON 203R	DISTANCE DATA 203Rα	ANGLE DATA 203Rβ
LEFT WRIST POLYGON 203L	DISTANCE DATA 203Lα	ANGLE DATA 203Lβ
RIGHT ANKLE POLYGON 204R	DISTANCE DATA 204Rα	ANGLE DATA 204Rβ
LEFT ANKLE POLYGON 204L	DISTANCE DATA 204Lα	ANGLE DATA 204Lβ

FIG.5

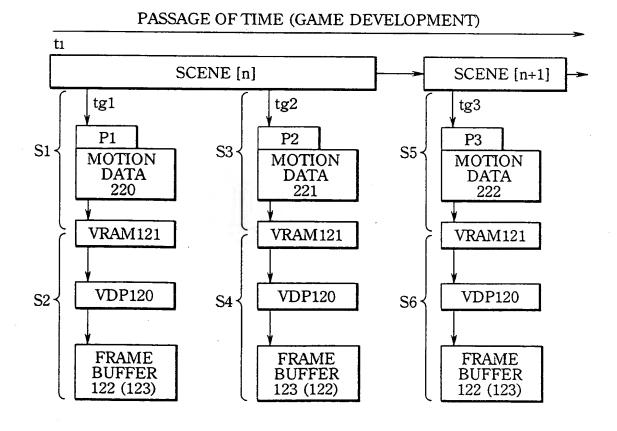
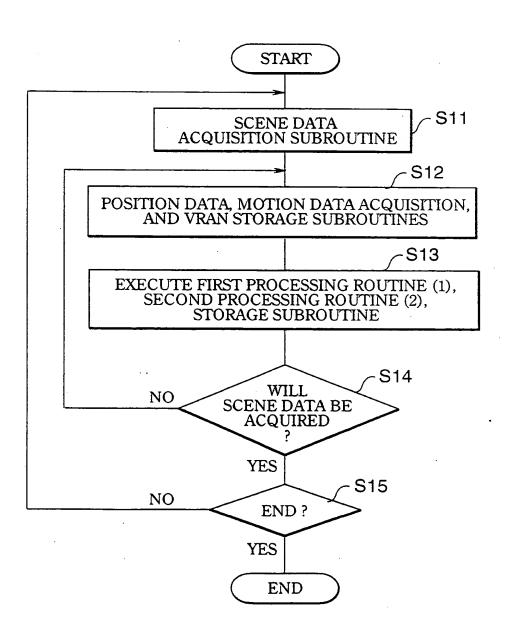
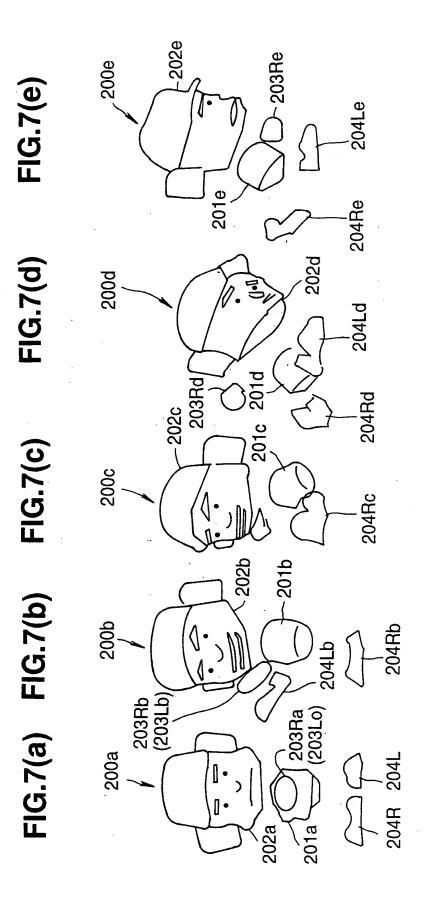


FIG.6





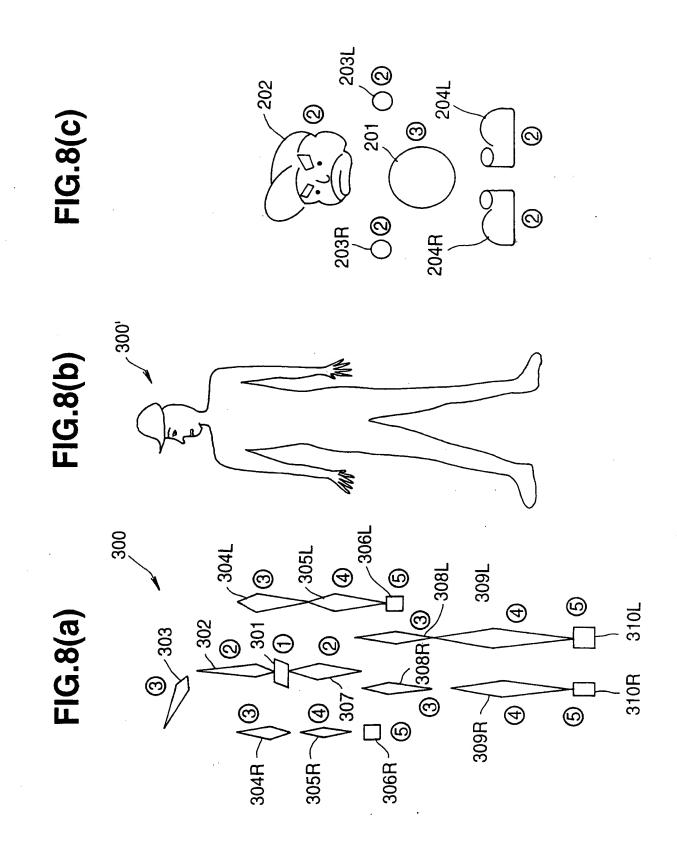
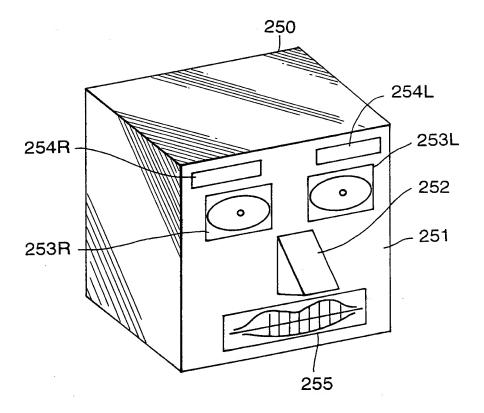
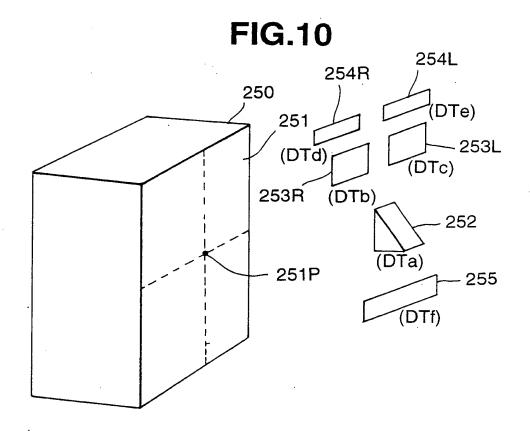


FIG.9





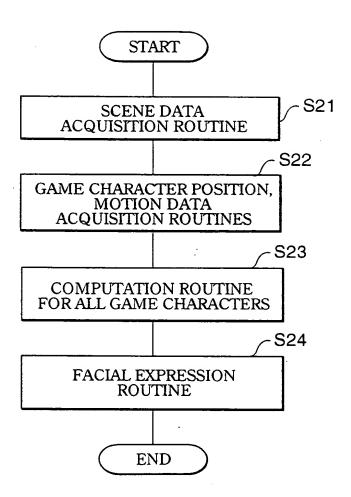


FIG.12 254R' 254L' 253R' 253L' 255'

FIG.13

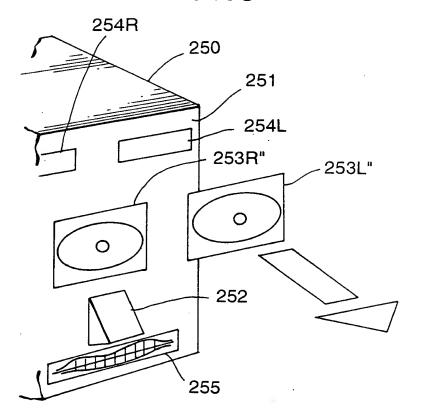


FIG.14(a)

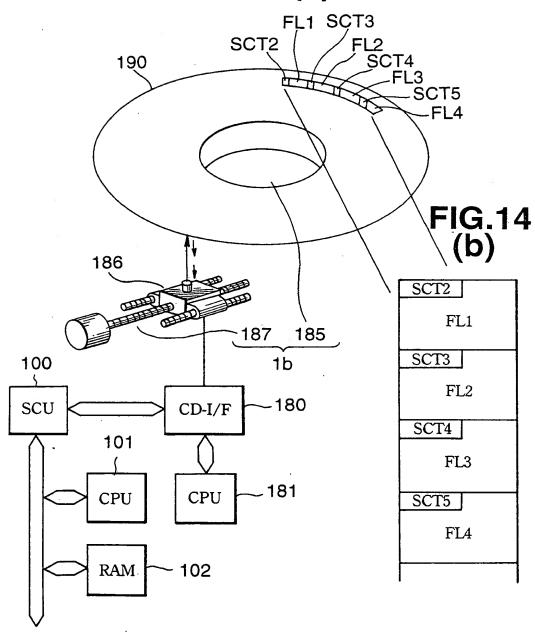


FIG.15

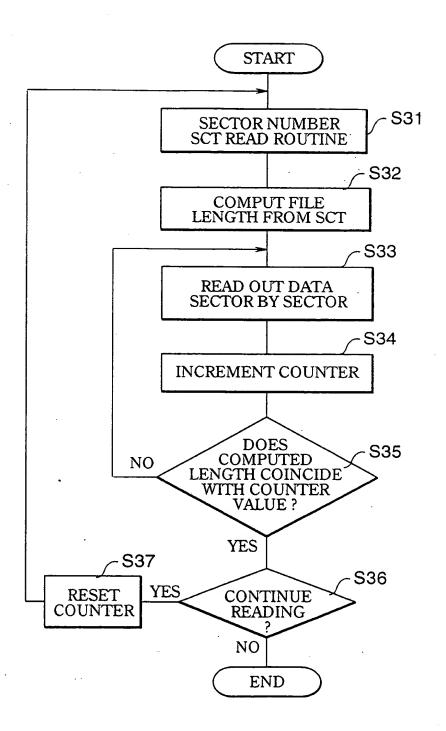


FIG.16(a)

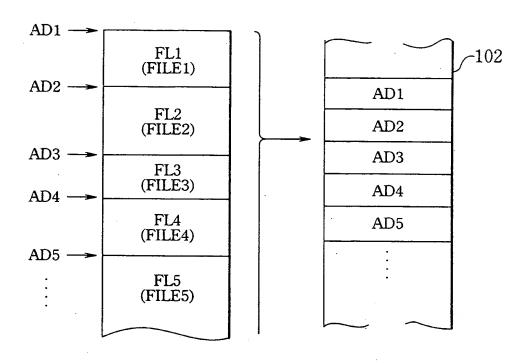


FIG.16(b)

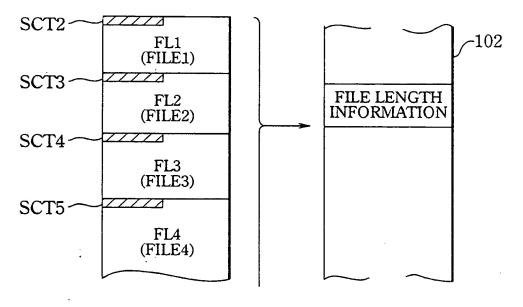


FIG.17

GAME FLOW (PASSAGE OF TIME)

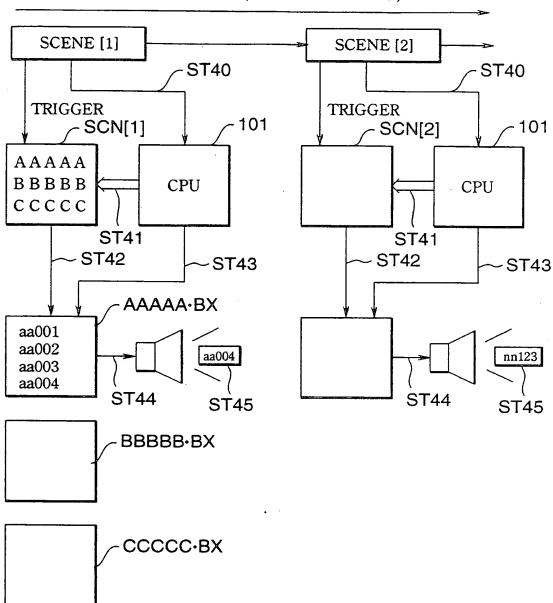
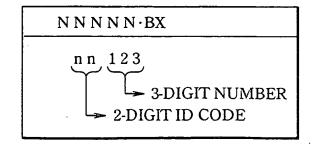


FIG.18



DRAFT SESSION (MEETING FOR SELECTING NEW PLAYERS)		
1. GREETING AT BEGINNING OF SESSION		
PD 001 WE WILL NOW BEGIN THE DRAFT SESSION TO SELECT NEW PLAYERS FOR THIS YEAR.		
PD 002 WE WILL NOW BEGIN THE DRAFT SESSION TO SELECT NEW PLAYERS FOR THE CURRENT YEAR.		
PD 003 WE WILL NOW BEGIN THE DRAFT SESSION FOR THIS YEAR	•	
PD 004 WE WILL NOW BEGIN THE DRAFT SESSION FOR THE CURRENT YEAR.		
2 、 DRAWING RELATED		
MOVE TO DRAWING		
PD 005 THIS NAME HAS BEEN SELECTED MORE THAN ONCE, SO WE WILL NOW CONDUCT A DRAWING.		
PD 006 (THE NEW PLAYER) HAS BEEN SELECTED BY MORE THAN ONE TEAM, SO WE WILL NOW CONDUCT A DRAWING.	1	
DRAWING		
PD 007 WE NOW CONDUCT THE DRAWING.		
! !		

	69	REQUEST COMMENT ON A CERTAIN PLAYER WHEN THERE IS A GOOD SCORING OPPORTUNITY	
NF	542	THIS OPPORTUNITY IS MET BY A ROAR FROM THE CROWD IN THE STANDS.	
NF	543	THIS PLAYER IS NOW AT BAT WITH A RUNNER IN SCORING POSITION.	
NF	544	CLUTCH HITTING IS WANTED HERE. (BATTER'S NAME)	
70 REQUEST COMMENT IN THE SITUATION WHEN THE TEAM IS IN TROUBLE			
NF	545	WE CAN'T RELAX EVEN WITH THIS LARGE LEAD.	
NF	546	WE CAN'T LET THIS PITCHER GET INTO A RHYTHM.	

FIG.21

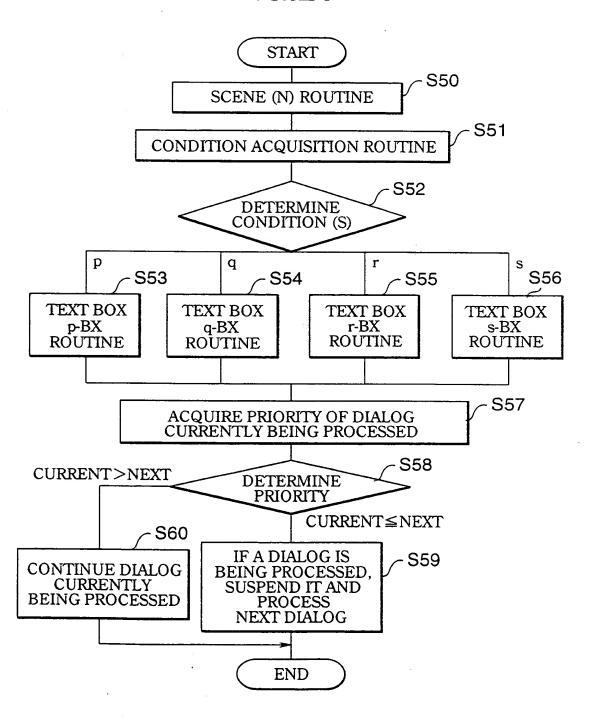
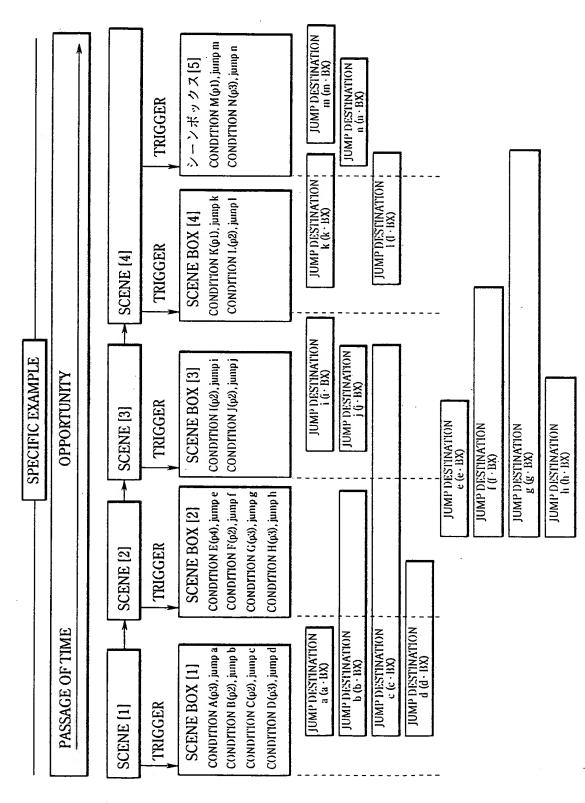
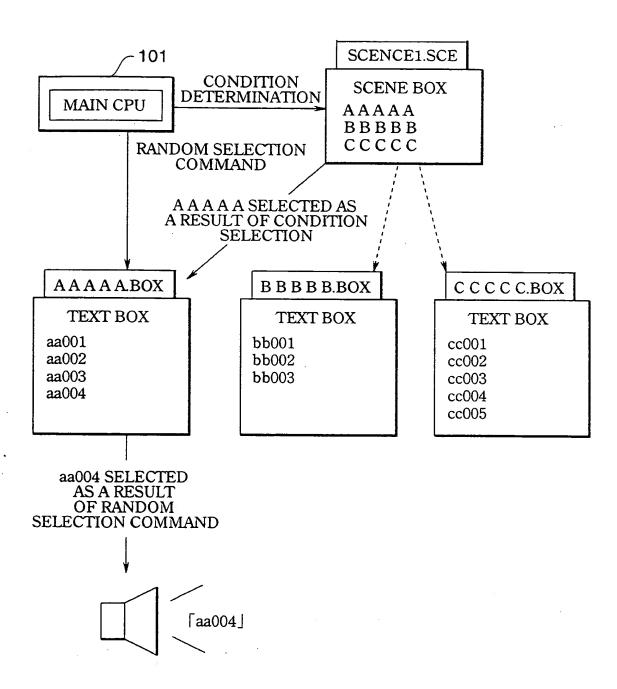


FIG.22





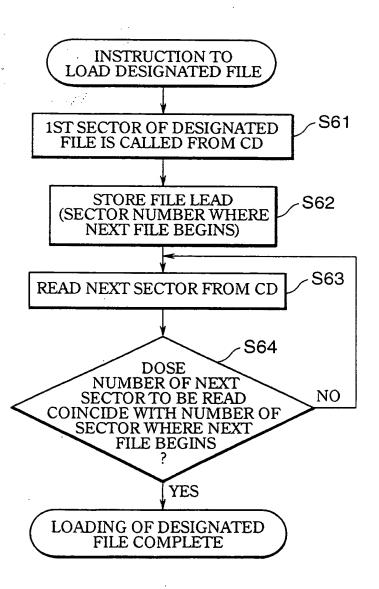


FIG.25

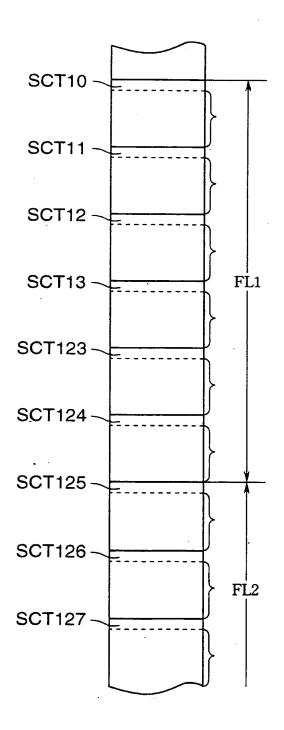


FIG.26

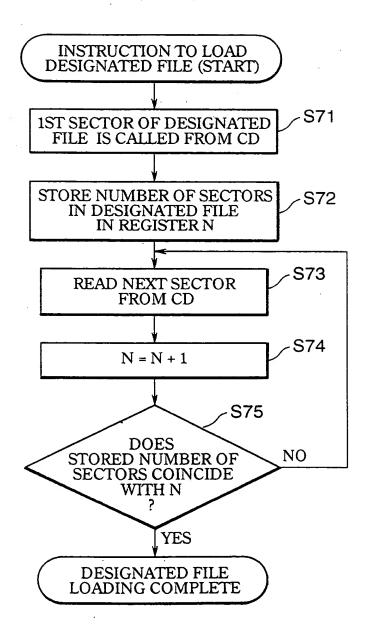


FIG.27

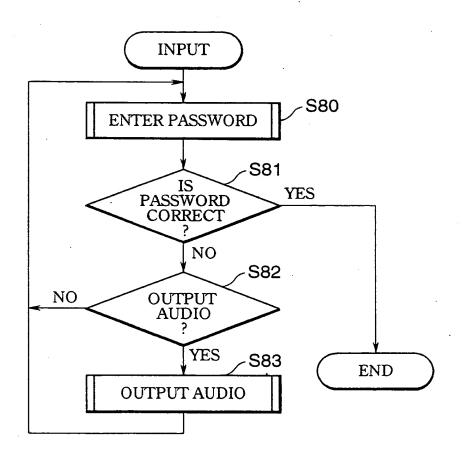


FIG.28

